Amendments to the Specification

Please replace the paragraph spanning page 12, lines 16-20 with the following paragraph:

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Thus, the same configuration information must exist in both the satellite device and the link hub. One method of distributing configuration information in a hub based architecture is described in co-pending application no. 09/730,608 [[___]], entitled "Link Bus for a Hub Based Computer Architecture," ~~(Attorney Docket No. M4065.0366/P366),~~ which is hereby incorporated by reference in its entirety.

Please replace the paragraph spanning page 16, line 19 to page 17, line 4 with the following paragraph:

a2

It is desirable for data to be paced only on certain naturally aligned data boundaries (ADB's). An ADB is an amount of data that may be transferred across the link bus in a certain number of clock cycles. In one embodiment, the ADB is the amount of data that may be transferred across the link bus in eight clock cycles. Examples of ADBs would include 64-bytes for a 16-bit link bus and 32-bytes for an 8-bit link bus. The pacing of information on the link bus is described in co-pending application no. 09/730,774[[___]], entitled "Method of Pacing and Disconnecting Transfers on a Source Strobed Bus," ~~(Attorney Docket No. M4065.0405/P405),~~ which is hereby incorporated by reference in its entirety.

Please replace the paragraph spanning page 19, lines 4-21 with the following paragraph:

A link master may issue a new request immediately after the last data transfer of the previous request if the other device has not won arbitration. No idle cycles are inserted between requests. When a link master finishes the current request, has no new requests to issue, and the other device has not arbitrated for and won the bus, then the current master is said to be parked on the bus. When transitioning to the parked state, it is important that the master issue a special idle command IDLE on the link bus. This command will put the capture flops in the target I/O shells in a known state (all high), as the Link bus strobes will not fire off after this command. This allows the target to detect activity on the link bus when the state of the I/O shell flops change from all 1's to some other state. This is an important mechanism because the activity on the link bus can be detected in the clock domain of the core, as opposed to toggle flops on the link strobes L_STB, L_STB_N allowing for cleaner, more predictable internal strobe clock distribution. One exemplary method of using the idle command IDLE and change detection to detect activity on the link bus is described in ~~co-pending~~ application no. 07/730,775, now U.S. Patent No. 6,651,122 [[___]], entitled "Method Of Detecting A Source Strobe Event Using Change Detection," ~~(Attorney Docket No. M4065.0403/P403),~~ which is hereby incorporated by reference in its entirety.

Please replace the paragraph spanning page 21, line 18 to page 22, line 5 with the following paragraph:

Exemplary timing of the arbitration methods of the invention are illustrated in FIGS. 9 and 10. FIG. 9 illustrates the bus turn-around when ownership of the bus transitions immediately after a transfer completes. FIG. 10 illustrates a bus turn-around after a device has been parked on the bus. Notice that when parked, the current master

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issues one IDLE command then leaves the data strobes in a neutral position. The parked master drives the strobes L_STB, L_STB_N, but does not toggle them. This keeps the flip-flops in the target I/O shell clock domain in a known (IDLE) state, allowing the detection of new commands by looking for a change in state of these flops (as is described in ~~co-pending~~ application no. 07/730,775, now U.S. Patent No. 6,651,122 [[___]], entitled "Method Of Detecting A Source Strobe Event Using Change Detection[[,]]" ~~Attorney Docket No. M4065.0403/P403~~).